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CARIBBEAN DRAW POKER®
Procedures Manual

P.N. 990-300-07/REVB
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TECHNICAL DOCUMENTATION
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TABLE OF CONTENTS

LIST OF FIGURES

LIST OF TABLES

1.   About This Manual

1.1   Who Should Use This Manual

This user manual provides CARIBBEAN DRAW POKER® game rules and dealer procedures, and is intended for use by the management and dealers of the operating establishment. It assumes dealers are familiar with standard seven-card stud poker rules and related operator policy.

The operating establishment may require management personnel to perform some of the dealer procedures in this manual. **Operator policy and internal control procedures for processing and paying jackpots take precedence over the procedures in this manual.**

1.2   Manual Contents

The manual is arranged as follows:

1.3   Document Revision Notice

This manual, 990-300-07/REVB obsoletes the original manual 990-300-07/REVA. This manual was revised to add new paytable information and includes the following changes:

- Updated the front matter and Document Feedback Form.

- Section Table System Configuration: Section name was changed from "Table Setup."

- Added new paytable information for PCDB2 and PCDD2 in Section 4.1.

- Corrected the jackpot type for the Dealt Straight hand in the following paytables: PCDC1, PCDE1, PCDC5, and PCDE5

1.4   Reference Documentation

For CARIBBEAN DRAW POKER math analysis information, refer to the CARIBBEAN DRAW POKER Math Analysis Manual, P.N. 990-300-13/REVB.

For information on GAME MANAGER v5.7 and AQUARIUS CONTROLLER v5.6 – v5.7, refer to the Procedures Manual P.N. 990-241-21 and Technical Manual P.N. 990-241-22.

Contact MIKOHN Customer Service at **1-800-798-1942** or your MIKOHN sales representative to order documentation.

1.5   Getting Help

This manual is designed to provide complete dealer instruction for playing CARIBBEAN DRAW POKER after it is installed; however, if you require further assistance contact MIKOHN Customer Service at **1-800-798-1942**.

2.   Game Basics

CARIBBEAN DRAW POKER® is a five-card draw poker table game played with one 52-card deck in which one to six players play against the house dealer. As with similar card table games, the mechanics of CARIBBEAN DRAW allow for quick play and wager resolution.

This manual details how to deal, play CARIBBEAN DRAW POKER, and perform regular and progressive jackpot payouts.

In CARIBBEAN DRAW POKER, players Ante to receive a five-card hand, face-down, and may either **Fold** or **Call** with a back bet **twice** the Ante. The cards are dealt five in rotation from the dealer's left to right. The dealer's hand has four cards face-down and one card face-up. The players have an optional two-card maximum draw. The dealer has a set two-card maximum draw. The dealer must have a **Pair of 8s or higher** to qualify. If the dealer does not get a **Pair of 8s or better,** the player automatically wins the Ante bet <u>even if the player's hand is lower than the dealer's</u>. Therefore, *bluffing* is always a viable option for the player. A maximum of six players can play at one time on any given table.

Each player position has areas on the layout marked Ante and Bet. The area to be used for an optional wager on the progressive jackpot is not shown on the felt below and varies depending on table design. See Figure 2.1 for a sample table layout. A progressive jackpot bet is accepted on the condition that an Ante has also been placed for that hand and that both wagers are made prior to any cards being dealt. **A winning progressive jackpot hand is not affected by the dealer's hand**. That is, if a player wins a progressive jackpot, it does not matter what the dealer's hand is, or if the dealer even qualifies—the player still wins the jackpot.

Figure 2.1   CARIBBEAN DRAW POKER table felt

2.1 Table System Configurations

CARIBBEAN DRAW POKER operates in three possible configurations—two linked and one standalone.

2.1.1 GAME MANAGER/AQUARIUS CONTROLLER System

In this linked configuration, a computer with MIKOHN GAME MANAGER software acts as the master that communicates with up to 120 slave table games (30 per port), via the AQUARIUS CONTROLLER™ installed in each table. The dealer uses the dealer console at a table to communicate game activities to the GAME MANAGER computer which records game activity, collects game data, and issues directives to each slave to display jackpot information and messages on the table signs. A GAME MANAGER computer can support up to 120 CARIBBEAN DRAW POKER tables, whether the tables all contribute to one progressive jackpot or different ones.

Using GAME MANAGER, casinos can configure such things as a game's jackpot seed amount and the currency amount for the progressive jackpot wager. Configuration information entered into GAME MANAGER takes precedence over any AQUARIUS CONTROLLER settings.

2.1.2 AQUARIUS CONTROLLER Master/Slave

In this linked configuration, there is one master table game that connects with up to 29 additional slave table games via the AQUARIUS CONTROLLER in each table. The dealer uses the dealer console at a slave table to communicate game activities to the master table. The master AQUARIUS CONTROLLER records game activity, collects game data, and issues directives to each slave to display jackpot information and messages on the table signs.

2.1.3 AQUARIUS CONTROLLER Standalone

In this standalone configuration, each table has its own AQUARIUS CONTROLLER and operates independently of any other tables or controller systems. A dealer uses the dealer console to record jackpots, which the AQUARIUS CONTROLLER displays on the table sign. All default jackpot seed amounts are hard-coded (permanently written) in the EPROM chip on the AQUARIUS CONTROLLER board. However, MIKOHN service personnel can adjust the starting jackpot amount and progressive wager amount if required by a casino.

2.2 Table Components

CARIBBEAN DRAW POKER is a progressive table game consisting of the following components:

1. Six player Positions, each containing the following:

   - Location for the Ante wager
   - Location for the bet
   - Coin acceptor for option progressive wager (see Table 2.1 for LED patterns)

2. One dealer position containing the following:

   - Dealer console
   - Chip tray with11 chip tubes and a chip return in the center

3. A progressive jackpot meter sign that increments when players make a progressive bet and decrements when progressive jackpots are paid.

Table 2.1   Coin acceptor LED pattern descriptions

LED Activity	Description
All Lights Off	**No Coin Present:** No coin is present (when a coin drop has been completed).
Unison Flashing	**Coin Placed:** A coin has been placed and acknowledged and is ready to be dropped for a progressive bet. All LEDs flash in unison.
All Lights Steady On	**Successful Drop:** A coin was present, successfully dropped, and added to the progressive meter.
Chasing Pattern	**Idle Sequence:** The coin acceptor is ready for coins to be inserted. Two LEDs light at once and follow one another around the slot.
Two Corner LEDs Constant On	**Coin Jam:** A coin jam has occurred.
Two Center LEDs Steady On	**Coin Not Registered:** A coin is present but not counted when dropped.
Two Alternate Patterns Occur	**Jackpot Mode:** Two alternate lighting patterns occur when a jackpot is processed (one for **JPH** and one for **JPL**). The patterns are a way to draw attention to the table and add excitement to the game. They do not have any other significance.

2.3   Table Security

All CARIBBEAN DRAW POKER tables have a built-in dealer console in the chip tray that has a key lock. The key lock comes with two keys and requires the correct key to make either a high or low jackpot award.

- The high jackpot key (009) is used to pay a high jackpot

- The low jackpot key (008) is used to pay a low jackpot

2.4   Table Odds Payout Structure

The game pays **1 to 1** on all Antes. Table 2.2 below lists the odds paid on the bet for winning hands (listed in descending order of rank):

Table 2.2   (Bet Wager) Bonus Schedule BCDA1

Caribbean Draw Poker (Bet Wager) Bonus Schedule BCDA1	
Winning Hand	**Table Odds on Bet**
Royal Flush	100 to 1
Straight Flush	50 to 1
Four-of-a-Kind	20 to 1
Full House	7 to 1
Flush	5 to 1
Straight	3 to 1
Three-of-a-Kind	2 to 1
Two Pair	1 to 1
One Pair (8s or higher)	1 to 1

3.   Game Play Rules and Procedures

3.1   Operator-specific Procedures

The following activities are operator-specific. Perform these according to operator rules and regulations.

- Opening the table

- Inspecting the deck of cards

- Removing used and damaged cards

- Performing the shuffle

- Changing the deck of cards

- Managing a dead game

- Understanding the minimum and maximum wagering limits on the table game

3.2   Dealing the Hand

The following are the rules for dealing a hand of CARIBBEAN DRAW POKER:

1. Before each hand is dealt, the dealer will perform the following steps:

    a. Say "No more bets" to inform the players that the progressive jackpot is closed.

    b. Press **COIN IN** on the controller keypad.

2. A five-card hand is dealt to each player and to the dealer, one at a time in rotation from the dealer's left to right.

3. After each player receives the five-card hand, the dealer spreads each five-card hand to verify and forwards the hand to each player's cards circle.

4. Players may then pick up the cards to decide whether to **Stand**, **Draw**, or **Fold**.

5. If a player wishes to Stand, the player places the five-card hand face-down by the **Call** bet and adds an amount equal to double the Ante in the area marked Bet.

    - For paytables that specify **Dealt** and **Drawn** payouts, the player follows step 5 above and the dealer places a lammer to the right of the Ante spot. This signifies the hand is a **Dealt** hand.

6. If the player decides to **Draw**, the player is required to place a bet double the Ante. The cards to be kept (3 or more) are placed face down by the **Call** bet. The cards to be discarded (2 or less) are placed face down on the player's cards circle.

7. The dealer will in turn pick up any discards or folds, from left to right.

    a. After verifying the discards, the dealer will take the top one or two cards and deal the card(s) face-down on the player's cards circle.

    b. If the player decides to **Fold**, the player must place the five-card hand face-down on the player's cards circle and forfeit their Ante and any progressive bet.

8. The dealer spreads the player's discarded hand face-down to verify that there are five cards, places them face-down into the discard rack, and collects the Ante, placing the chips in the chip tray.

9. Players are <u>not</u> permitted to communicate information about their hand to other players during the game.

3.3 Wagering Rules

3.3.1 Initial Wagering

After the initial wager, each player receives a five-card hand, face-down, while the dealer receives a five-card hand with the last card face-up. **Players are not allowed to view each other's cards or communicate or exchange any information regarding their hands**. The following explains the rules for wagering:

1. Rules concerning the operation of the game, such as minimum and maximum wagers, payoffs, and the winning hands that qualify for a portion of the progressive jackpot are posted at the table for public inspection.

2. The player can make three wagers in CARIBBEAN DRAW POKER:

    a. Initially, each player makes an Ante wager. A player must Ante to play the game.

    b. The player can participate in the progressive jackpot by placing a chip in a designated coin acceptor. After a chip is collected and acknowledged, indicating that the player is participating in the progressive jackpot, the progressive meter will advance by a predetermined amount for each progressive chip collected.

    c. The player, upon receiving a five-card hand, must declare his or her wagering intentions, as shown in the following scenarios:

        - The player may **Fold**, thus forfeiting the Ante and progressive jackpot

            - **OR**

        - The player may **Call**, betting an additional amount exactly two times the Ante

3. All wagers at CARIBBEAN DRAW POKER shall be made by placing gaming chips on the appropriate areas of the layout and progressive chips in the coin acceptor for the progressive jackpot. **Verbal wagers will not be accepted at the game of CARIBBEAN DRAW POKER**.

4. After the first card of any hand has been dealt, no player shall handle, remove or alter any wagers that have been made until a decision has been rendered and implemented with respect to that wager except as explicitly permitted by this submission.

3.3.2   Progressive Jackpot Wager

Each player has the option of wagering on the progressive jackpot. At each player position is a coin acceptor where the player may wager on the progressive jackpot for the upcoming hand. **The progressive wager does not affect the dealer's hand**. The following are rules for the progressive jackpot wager.

1. A player must bet on the Ante if making a progressive jackpot wager. Only one chip may be wagered per coin acceptor per hand. The coin acceptor will acknowledge only one chip per play. A player may not wager another chip until the beginning of the next hand (**GAME OVER** pressed).

2. All LEDs on the coin acceptor will light (along with the corresponding player position LED on the dealer console) to indicate valid progressive jackpot wagers. A hand that qualifies for the progressive jackpot will be honored only if the appropriate LEDs are on. A player position on a table with defective LEDs will be closed.

3. A player choosing to play the progressive jackpot is responsible for noting that the coin acceptor LEDs are on, as posted on the table sign.

4. All progressive jackpot wagers must be placed before the dealer delivers the cards. Before any cards are delivered, the dealer will press **COIN IN** to prevent the player from wagering after the first card is delivered.

5. After a progressive jackpot winning hand of a Royal Flush or a Straight Flush has been determined, it will be left exposed on the layout. The appropriate casino personnel will be notified regarding the possible Jackpot payoff. Any additional winning progressive jackpot hands will also be left exposed on the layout in the same fashion.

6. Before each hand is dealt, the dealer will say "No more bets" to tell players that the progressive jackpot is closed.

3.4 Dealer Procedures for Playing the Game

3.4.1 Determining the Winning Hand

The following are the rules for the dealer to determine winning hands:

1. The dealer turns the players' five-card hand face-up, from left to right.

2. The dealer must **Stand** if dealt a hand of rank Straight or higher.

3. For any hand ranked less than a Straight, the dealer must **Discard** and **Draw** up to two cards.

4. The dealer rearranges the hand for the highest hand; the cards forming the highest rank are placed in front.

5. The dealer must now hold at least **a Pair of 8s to Qualify**.

6. If the dealer does not qualify:

    - the player is paid **1 to 1** on the Ante and pushes the Call bet (and any hand that qualifies for the progressive jackpot is processed accordingly)

7. If the dealer does qualify and:

    - the player's hand beats the dealer's, then the player will be paid **1 to 1** on the Ante and be paid on the Call wager according to the Bonus Paytable (and any hand that qualifies for the progressive jackpot is processed accordingly);

    OR

    - the dealer's hand beats the player's, then the player loses both the Ante and Call wagers (and any hand that qualifies for the progressive jackpot is processed accordingly);

    - **OR**

    - the player and dealer tie, then the player's wagers also push (and any hand that qualifies for the progressive jackpot is processed accordingly).

3.4.2 Taking and Paying Bets

1. The dealer does not total the bet and Ante together.

2. After a player folds, the dealer will take the player's Ante, spread the cards, count them, and place them in the discard holder.

3. The dealer verifies that each player who decided to play has made an Ante wager.

4. The dealer compares, takes, and pays from the dealer's right to left.

5. The dealer must take or pay, spread the cards, count the cards, and then place them in the discard holder on each hand before going on to the next player.

3.4.3 Resolving Dealer Errors

The following are basic resolutions for dealer errors:

1. If the dealer makes an error, he or she will stop the game and call over the appropriate casino personnel to make necessary changes.

2. The dealer will not make a correction to any given error in the game without appropriate management approval.

3.4.4   Dealer Stand/Draw Rules

When the dealer receives his or her initial five cards, the dealer is required to proceed with the following Stand or Draw rules.

Table 3.1   Dealer Stand/Draw Rules

Stand Situations The Dealer must Stand, and cannot Draw cards, when dealt the following hands.	
Royal Flush	Full House
Straight Flush	Flush
Four of a Kind	Straight
One Card Discard Situations The Dealer who is dealt one of the following hands must discard and Draw only one card.	
Two Pair	Four Card Inside- and Open-End-Straight (the Dealer must play for the Outside-Straight)
Four Card Inside-Straight (without a Pair)	Four Card Flush and Four Card Open-End-Straight (the Dealer must play for the Flush)
Four Card Open-End-Straight (without a Pair)	Four Card Flush (without a Pair)
Two Card Discard Situations The Dealer who is dealt one of the following hands must discard and Draw two cards.	
Three of a Kind	
Any Pair (the Dealer must also keep the highest of the other three cards)	
No Pair (the Dealer must keep the highest three cards)	

4.   Progressive Jackpot Payout Procedures

4.1   Progressive Payout Structure

The progressive hands and their corresponding payout amounts for CARIBBEAN DRAW® POKER are listed in Table 4.1 through Table 4.13. Table 2.2 on page 6, details the table odds. Progressive hands are paid regardless of the dealer's hand, but on the following conditions:

- The player has placed the optional progressive bet along with the Ante

- The player received the progressive hand in the first five player cards dealt

Table 4.1   Pay schedule PCDA1 ($1)

Caribbean Draw Poker Progressive Pay Schedule PCDA1 ($1 Wager)		
Progressive Hand	Jackpot Amount (from meter)	Jackpot Type (Key Turns)
Royal Flush	100% (from meter)	High (JPH – turn right)
Straight Flush	10% (from meter)	High (JPH – turn right)
Four-of-a-Kind	$500 (from meter)	Low (JPL – turn left)
Full House	$100 (from meter)	Low (JPL – turn left)
Flush	$50 (from meter)	Low (JPL – turn left)

Table 4.2   Pay schedule PCDA2 ($1)

Caribbean Draw Poker Progressive Pay Schedule PCDA2 ($1 Wager)		
Progressive Hand	Jackpot Amount (from the meter)	Jackpot Type (Key Turns)
Royal Flush	100% (from meter)	High (JPH – turn right)
Straight Flush	$5,000 (from meter)	High (JPH – turn right)
Four-of-a-Kind	$500 (from meter)	Low (JPL – turn left)
Full House	$100 (from meter)	Low (JPL – turn left)
Flush	$50 (from meter)	Low (JPL – turn left)

Table 4.3   Pay schedule PCDA3 ($1)

Caribbean Draw Poker Progressive Pay Schedule PCDA3 ($1 Wager)		
Progressive Hand	**Jackpot Amount (from meter)**	**Jackpot Type (Key Turns)**
Royal Flush	100% (from meter)	High (JPH – turn right)
Straight Flush	10% (from meter)	High (JPH – turn right)
Four-of-a-Kind	$100 (from meter)	Low (JPL – turn left)
Full House	$50 (from meter)	Low (JPL – turn left)
Flush	$25 (from meter)	Low (JPL – turn left)

Table 4.4   Pay schedule PCDB1, Dealt and Drawn hands ($1)

Caribbean Draw Poker Progressive Pay Schedule PCDB1 ($1 Wager)		
Progressive Hand	**Jackpot Amount (from meter)**	**Jackpot Type (Key Turns)**
Dealt Royal Flush	100% (from meter)	High (JPH – turn right)
Dealt Straight Flush	10% (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$500 (from meter)	Low (JPL – turn left)
Dealt Full House	$100 (from meter)	Low (JPL – turn left)
Dealt Flush	$50 (from meter)	Low (JPL – turn left)
Drawn Royal Flush	$1,000 (from meter)	Low (JPL – turn left)
Drawn Straight Flush	$50 (from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$25 (not from meter)	No Key
Drawn Full House	$8 (not from meter)	No Key
Drawn Flush	$5 (not from meter)	No Key

Table 4.5   Pay schedule PCDB2, Dealt and Drawn hands ($2.50)

Caribbean Draw Poker Progressive Pay Schedule PCDB2 ($2.50 Wager)		
Progressive Hand	Jackpot Amount (from meter)	Jackpot Type (Key Turns)
Dealt Royal Flush	100% (from meter)	High (JPH – turn right)
Dealt Straight Flush	10% (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$1,250 (from meter)	High (JPH – turn right)
Dealt Full House	$250 (from meter)	Low (JPL – turn left)
Dealt Flush	$125 (from meter)	Low (JPL – turn left)
Drawn Royal Flush	$2,500 (from meter)	High (JPH turn right)
Drawn Straight Flush	$125(from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$62.50 (not from meter)	No Key
Drawn Full House	$20 (not from meter)	No Key
Drawn Flush	$12.50 (not from meter)	No Key

Table 4.6   Pay schedule PCDC1, Dealt and Drawn hands ($1)

Caribbean Draw Poker Progressive Pay Schedule PCDC1 ($1 Wager)		
Progressive Hand	Jackpot Amount (from meter)	Jackpot Type (Key Turns)
Dealt Royal Flush	100% (from meter)	High (JPH – turn right)
Dealt Straight Flush	10% (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$500 (from meter)	Low (JPL – turn left)
Dealt Full House	$100 (from meter)	Low (JPL – turn left)
Dealt Flush	$50 (from meter)	Low (JPL – turn left)
Dealt Straight	$10 (not from meter)	No Key
Drawn Royal Flush	$1,000 (from meter)	Low (JPL – turn left)
Drawn Straight Flush	$50 (from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$25 (not from meter)	No Key
Drawn Full House	$8 (not from meter)	No Key
Drawn Flush	$5 (not from meter)	No Key

Table 4.7   Pay schedule PCDD1, Dealt and Drawn hands ($1)

Caribbean Draw Poker Progressive Pay Schedule PCDD1 ($1 Wager)		
Progressive Hand	**Jackpot Amount (from meter)**	**Jackpot Type (Key Turns)**
Dealt Royal Flush	100% (from meter)	High (JPH – turn right)
Dealt Straight Flush	$5,000 (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$500 (from meter)	Low (JPL – turn left)
Dealt Full House	$100 (from meter)	Low (JPL – turn left)
Dealt Flush	$50 (from meter)	Low (JPL – turn left)
Drawn Royal Flush	$1,000 (from meter)	Low (JPL – turn left)
Drawn Straight Flush	$50 (from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$25 (not from meter)	No Key
Drawn Full House	$8 (not from meter)	No Key
Drawn Flush	$5 (not from meter)	No Key

Table 4.8   Pay schedule PCDD2, Dealt and Drawn hands ($2.50)

Caribbean Draw Poker Progressive Pay Schedule PCDD2 ($2.50 Wager)		
Progressive Hand	**Jackpot Amount (from meter)**	**Jackpot Type (Key Turns)**
Dealt Royal Flush	100% (from meter)	High (JPH – turn right)
Dealt Straight Flush	$12,500 (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$1,250 (from meter)	High (JPH – turn right)
Dealt Full House	$250 (from meter)	Low (JPL – turn left)
Dealt Flush	$125 (from meter)	Low (JPL – turn left)
Drawn Royal Flush	$2,500 (from meter)	High (JPH – turn right)
Drawn Straight Flush	$125 (from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$62.50 (not from meter)	No Key
Drawn Full House	$20 (not from meter)	No Key
Drawn Flush	$12.50 (not from meter)	No Key

Table 4.9   Pay schedule PCDE1, Dealt and Drawn hands ($1)

Caribbean Draw Poker Progressive Pay Schedule PCDE1 ($1 Wager)		
Progressive Hand	**Jackpot Amount (from meter)**	**Jackpot Type (Key Turns)**
Dealt Royal Flush	100% (from meter)	High (JPH – turn right)
Dealt Straight Flush	$5,000 (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$500 (from meter)	Low (JPL – turn left)
Dealt Full House	$100 (from meter)	Low (JPL – turn left)
Dealt Flush	$50 (from meter)	Low (JPL – turn left)
Dealt Straight	$10 (not from meter)	No Key
Drawn Royal Flush	$1,000 (from meter)	Low (JPL – turn left)
Drawn Straight Flush	$50 (from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$25 (not from meter)	No Key
Drawn Full House	$8 (not from meter)	No Key
Drawn Flush	$5 (not from meter)	No Key

Table 4.10   Pay schedule PCDB5, Dealt and Drawn hands ($5)

Caribbean Draw Poker Progressive Pay Schedule PCDB5 ($5 Wager)		
Progressive Hand	**Jackpot Amount (from meter)**	**Jackpot Type (Key Turns)**
Dealt Royal Flush	100% (from meter)	High (JPH – turn right)
Dealt Straight Flush	10% (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$2,500 (from meter)	High (JPH – turn right)
Dealt Full House	$500 (from meter)	Low (JPL – turn left)
Dealt Flush	$250 (from meter)	Low (JPL – turn left)
Drawn Royal Flush	$5,000 (from meter)	High (JPH – turn right)
Drawn Straight Flush	$250 (from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$125 (not from meter)	No Key
Drawn Full House	$40 (not from meter)	No Key
Drawn Flush	$25 (not from meter)	No Key

Table 4.11   Pay schedule PCDC5, Dealt and Drawn hands ($5)

Caribbean Draw Poker Progressive Pay Schedule PCDC5 ($5 Wager)		
Progressive Hand	**Jackpot Amount (from meter)**	**Jackpot Type (Key Turns)**
Dealt Royal Flush	100% (from meter)	High (JPH – turn right)
Dealt Straight Flush	10% (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$2,500 (from meter)	High (JPH – turn right)
Dealt Full House	$500 (from meter)	Low (JPL – turn left)
Dealt Flush	$250 (from meter)	Low (JPL – turn left)
Dealt Straight	$50 (not from meter)	No Key
Drawn Royal Flush	$5,000 (from meter)	High (JPH – turn right)
Drawn Straight Flush	$250 (from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$125 (not from meter)	No Key
Drawn Full House	$40 (not from meter)	No Key
Drawn Flush	$25 (not from meter)	No Key

Table 4.12   Pay schedule PCDD5, Dealt and Drawn hands ($5)

Caribbean Draw Poker Progressive Pay Schedule PCDD5 ($5 Wager)		
Progressive Hand	**Jackpot Amount (from meter)**	**Jackpot Type (Key Turns)**
Dealt Royal Flush	100% (from meter)	High (JPH – turn right)
Dealt Straight Flush	$25,000 (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$2,500 (from meter)	High (JPH – turn right)
Dealt Full House	$500 (from meter)	Low (JPL – turn left)
Dealt Flush	$250 (from meter)	Low (JPL – turn left)
Drawn Royal Flush	$5,000 (from meter)	High (JPH – turn right)
Drawn Straight Flush	$250 (from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$125 (not from meter)	No Key
Drawn Full House	$40 (not from meter)	No Key
Drawn Flush	$25 (not from meter)	No Key

Table 4.13   Pay schedule PCDE5, Dealt and Drawn hands ($5)

Caribbean Draw Poker Progressive Pay Schedule PCDE5 ($5 Wager)		
Progressive Hand	**Jackpot Amount (from meter)**	**Jackpot Type (Key Turns)**
Dealt Royal Flush	100% (from the meter)	High (JPH – turn right)
Dealt Straight Flush	$25,000 (from meter)	High (JPH – turn right)
Dealt Four-of-a-Kind	$2,500 (from meter)	High (JPH – turn right)
Dealt Full House	$500 (from meter)	Low (JPL – turn left)
Dealt Flush	$250 (from meter)	Low (JPL – turn left)
Dealt Straight	$50 (not from meter)	No Key
Drawn Royal Flush	$5,000 (from meter)	High (JPH – turn right)
Drawn Straight Flush	$250 (from meter)	Low (JPL – turn left)
Drawn Four-of-a-Kind	$125 (not from meter)	No Key
Drawn Full House	$40 (not from meter)	No Key
Drawn Flush	$25 (not from meter)	No Key

4.2   Using the Dealer Console to Record and Pay Jackpots

Players who have a progressive jackpot winning hand must notify the dealer of the winning hand. The dealer must then notify the appropriate casino management and perform several steps to record and handle the transaction correctly. This section outlines dealer procedures for paying a progressive jackpot. However, casino policy may require management personnel perform some of these actions. **Casino policy and internal control procedures take precedence over these procedures for paying any jackpot**.

When a progressive jackpot occurs, the dealer enters the information into the GAME MANAGER™ system using the dealer console keypad. After the win is verified and the player paid, the AQUARIUS CONTROLLER™ reduces the meter to account for the jackpot win and the GAME MANAGER system records the information in its database.

There are three progressive jackpot types—High, Low, and No Key. The following subsections detail how to perform payouts for each type of jackpot.

NOTE:

The dealer pays progressive jackpot winners from right to left, in order of player position, after taking or paying all initial wagers.

4.2.1   High Jackpot Payout Procedure

High jackpots are a percentage of the meter amount. Refer to the appropriate paytable in Section 4.1. To make a high jackpot payout, the dealer performs the following steps:

1. Verify that the dealer console is in the **COIN IN** mode. The game must be in this mode to pay jackpots.

2. Press the dealer console button that corresponds to the winning hand. The button's red LED will light indicating a pending jackpot.

3. Notify the appropriate casino personnel, who will:

   a. Verify the hand(s).

NOTE:

If the hand is not verifiable (is not a winner), simply press the keypad button pressed in Step 2. This will cancel the jackpot payout process for that hand.

---

   b. Ensure the coin acceptor LEDs are on.

      c.   Double-check all security measures before validating the jackpot:

- Verify that the shuffle was performed according to procedures, that qualifying progressive wagers were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.

- Check the winning meter amount against the last meter reading and the last Jackpot payout to determine if the winning meter amount is correct.

- Pull and check the card deck (save deck for further inspection).

- Replace the card deck.

4. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.

5. After the hand is verified, process the win by performing the following steps:

    a.   If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. If it is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.

    b.   Insert the **009** key and turn it from the **R** (Run) position to the **JPH** (Jackpot High) position. The **J-POT** button LED flashes to signify that the console is in the **Process Jackpot** mode.

    c.   Press the flashing **J-POT** button to pay a pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message displays on the GAME MANAGER Activity Log.

6. Pay the amount of the jackpot to the winning player.

7. After all jackpot payouts are made, turn the key back to the **R** (Run) position and remove the key.

8. Press **GAME OVER** after all payouts are processed.

9. Clear the jackpot in GAME MANAGER. (Percentage jackpots cause the **Process Jackpot** button on the main menu to blink. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to paperwork completed at the table.)

4.2.2   Low Jackpots

Low jackpots are fixed amounts, which the dealer pays from the chip tray. Low jackpots also reduce the jackpot meter amount. To pay a low jackpot, perform the procedure in Section 4.2.1 but use the **008** key in the dealer console and turn it from the **R** (Run) position to the **JPL** (Jackpot Low) position.

4.2.3 <u>No Key Jackpot Payout Procedures</u>

No Key jackpots are fixed amounts that the dealer pays from the chip tray. These jackpots do not require a key to pay and some No Key jackpots reduce the jackpot meter amount. To make a No Key jackpot payment, perform the following:

1. Verify that the dealer console is in the **COIN IN** mode. The game must be in this mode to pay jackpots.

2. Press the dealer console button that corresponds to the winning hand. The button's red LED lights to indicate a jackpot is pending.

3. Pay the winning player the amount of the jackpot from the chip tray.

4.3   Handling Multiple Progressive Jackpots at One Table and One Deal

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NOTE:

MIKOHN recommends casinos pay all winning progressive jackpot hands one at a time according to player position (from right to left). See Section 5.1 for troubleshooting.

For multiple progressive jackpot wins on one table, the dealer performs the following steps:

1. Determine the first winner of a progressive jackpot from right to left.

2. Verify that the dealer console is in the **COIN IN** mode. The game must be in this mode to pay jackpots.

3. Press the dealer console button that corresponds to the winning hand. The button's red LED lights to indicate a jackpot is pending.

4. Notify the appropriate casino personnel, who will:

    a. Verify the hand.

    ### NOTE:

    If the hand is not verifiable (is not a winner), press the keypad button pressed in step 3. This will cancel the jackpot payout process for that hand.

    ---

    b. Ensure the coin acceptor LEDs are on.

    c. **For a high jackpot only:** Double-check all security measures before validating the jackpot.

    -   Verify that the shuffle was performed according to procedures, that qualifying progressive wagers were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.

    -   Check the winning meter amount against the last meter reading and the last Jackpot payout to determine if the winning meter amount is correct.

    -   Pull and check the card deck (save deck for further inspection).

    -   Replace the card deck.

5. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.

6. After the hand is verified, process the win by performing the following steps:

    a. **For a high jackpot only:** If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. If it is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.

    b. Insert the key and turn it from the **R** (Run) position to the **JPH** (Jackpot High) position. The **J-POT** button LED flashes to signify that the console is in the **Process Jackpot** mode.

    c. Press the flashing **J-POT** button to pay a pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message displays on the GAME MANAGER Activity Log.

7. Pay the amount of the jackpot to the winning player.

8. After all jackpot payouts have been made, turn the key to the **R** (Run) position and remove the key.

9. Press **GAME OVER** after all payouts are processed.

10. Clear the jackpot in GAME MANAGER. (Priority jackpots cause the **Process Jackpot** button on the main menu to blink. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to paperwork completed at the table.)

4.4   Handling Simultaneous High Progressive Jackpot Hands on Multiple Tables

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NOTE:

MIKOHN recommends casinos pay simultaneous winning high progressive jackpot hands at multiple tables according to which player won first—as shown on surveillance tapes. See Section 5.1 for troubleshooting.

Situations can occur in which multiple jackpots hit at different tables virtually simultaneously. Although it is statistically rare to have such an occurrence, it could happen. When there is more than one table linked to the same progressive, surveillance must determine which player got the winning hand first. Winning a progressive jackpot second (and so on) means that player wins a smaller amount after the first jackpot reduces the meter.

Therefore, in a situation where one player wants to be paid ahead of another or insists he or she won the hand first, surveillance must be called to settle the dispute with surveillance tape evidence. The house awards the first high jackpot to the player who won the hand first, even if by a few seconds difference.

When multiple players win a high progressive jackpot simultaneously on different tables, the dealer performs the following steps:

1. As soon as a dispute arises, notify the appropriate casino personnel, who will perform the following steps:

   a. Verify that the dealer console on all tables is in the **COIN IN** mode. The game must be in this mode to pay jackpots.

   b. Verify the hands.

   c. Ensure the coin acceptor LEDs are on.

   d. Double-check all security measures before validating the jackpot:

      • Verify that the shuffle was performed according to procedures, that qualifying progressive wagers were placed before the hand was dealt, and that cards were dealt in the correct sequence and were not manipulated in order to compose the winning hand.

      • Check the winning meter amount against the last meter reading and the last jackpot payout to determine if the winning meter amount is correct.

      • Pull and check the card deck (save the deck for further inspection).

      • Replace the card deck.

2. Count down the remaining cards, sort them into proper order, and check them. Count down the complete deck after any progressive jackpot payout.

3. After both hands are verified, perform the following steps:

   a. At the first winner's table, press the dealer console button that corresponds to the winning hand. The button's red LED lights to indicate a pending jackpot.

   b. If the player wishes to be paid by check, the player must request this prior to the cash payoff being completed. If it is permissible, find out from the player how the transaction is to be carried out before completing the payout slip.

   c. Insert the key and turn it from the **R** (Run) position to the **JPH** (Jackpot High) position. The **J-POT** button LED flashes to signify that the console is in the Process Jackpot mode.

   d. Press the flashing **J-POT** button to pay a pending jackpot. The controller deducts the corresponding payout amount from the progressive jackpot meter. A jackpot message scrolls across the table meter indicating a winner, the type of win, the jackpot amount, and at what table. A jackpot paid message displays on the Game Manager Activity Log.

4. Pay the first jackpot winner the full sum of the winning hand's payout.

5. Turn the key to the **R** (Run) position and remove the key.

6. Press **GAME OVER** after the first table payout is processed.

7. Clear the jackpot from the GAME MANAGER software interface. (Percentage jackpots cause the **Process Jackpot** button on the main menu to blink. When the system has finished processing a jackpot, it prints a jackpot receipt. Add this receipt to paperwork completed at the table.)

8. After the first jackpot payout is made, repeat the above process to pay the second jackpot winner. The second high jackpot winner will receive the new jackpot amount (the original jackpot amount less the first winner's payout).

4.5   Reconciling Progressive Meter and Coin-In Amounts

The End of Shift Form, on the next page, is an optional tool. The main purpose of this form is to check and balance the progressive jackpot meter and coin-in amounts against the GAME MANAGER system. Make copies of the original form and complete one for each shift. Complete and use the form as follows:

1. Fill in the date, time, shift, table #, games supervisor, and pit/shift personnel.

2. In the progressive jackpot Hard Meter section:

    a. Enter the beginning hard meter reading amount. This is the end hard meter amount from previous shift.

    b. Enter the end hard meter amount at the end of your shift. This is the beginning amount for the next shift.

    c. Subtract the end amount from the beginning amount. Enter this amount in Total Hard Meter.

    d. Multiply the Total Hard Meter amount with the progressive meter incrementation rate. (This rate is casino-specific.) Enter this amount in Change in progressive jackpot value.

3. Under the Current progressive jackpot Reading section:

    a. Enter the beginning amount of the progressive jackpot. This is the end progressive jackpot amount from the previous shift.

    b. Enter the end amount of the progressive jackpot from the LED screen on dealer console. This is the beginning amount for the next shift.

    c. Subtract the end amount from the beginning amount. Enter this amount in Total Current Meter.

4. Compare the Change in progressive jackpot Value with the Total Current Meter. This figure represents the correct amount of coin that was added to the progressive jackpot.

To reconcile meter amounts, run the GAME MANAGER Coin-In, Activity Log, and progressive jackpot Reports, and compare the total progressive jackpot hard meter and current meter amounts with the amounts on these reports.

NOTE:

If the variance is more than 100 coins, contact MIKOHN Customer Service at
1-800-798-1942 to resolve the problem.

MIKOHN PROGRESSIVE TABLE GAMES	
END OF SHIFT FORM	
Date:	**Shift:**
Time:	**Table #:**
Games Supervisor:	
Pit/Shift Personnel:	
Progressive Jackpot Hard Meter	
Beginning Amount: (end amount from previous shift)	
End Amount: (beginning amount for next shift)	
Total Hard Meter: (beginning minus end)	
Change in Progressive Jackpot Value (in dollars): (Total Hard Meter times progressive incrementation rate)	**$**
Current Progressive Jackpot Meter	
Beginning Amount: (end amount from previous shift)	
End Amount: **(from LED screen on dealer console)**	
Total Current Meter: (beginning minus end)	

To reconcile meter amounts, run the GAME MANAGER Coin-In, Activity Log, and Progressive Jackpot Reports, and compare the total progressive jackpot hard meter and current meter amounts with the amounts on these reports.

If the variance is more than 100 coins, call MIKOHN Customer Service at **1-800-798-1942** to resolve the problem.

5.   Troubleshooting

5.1   Progressive Malfunctions

NOTE:

To troubleshoot GAME MANAGER™ or AQUARIUS CONTROLLER™ problems, refer to the documentation for that product. See Section 1.4 to order MIKOHN documentation.

If the AQUARIUS CONTROLLER or the GAME MANAGER computer malfunction, the coin acceptors can be covered up, allowing the standard CARIBBEAN DRAW POKER® table game to continue without the Progressive feature until repairs are made.

5.2   Progressive High Jackpot Input Errors

If multiple high percentage progressive jackpots are pending on GAME MANAGER and one or more high jackpot group was incorrectly inputted on the keypad, perform the following steps:

1. Stop game play on all tables linked to the GAME MANAGER PC.

2. Take note of the current progressive jackpot amount on the dealer console and GAME MANAGER screens.

3. Cancel all progressive jackpots that are pending in GAME MANAGER.

    a. Click the **Process Jackpot** button located on the GAME MANAGER Main Menu screen to open the Process Jackpot screen appears.

    b. Select each pending jackpot individually, and click the **Delete** button.

    c. A Confirm Jackpot Deletion screen appears, click the **green √** for acceptance or the **red X** to return to the Process Jackpot screen. If the **green √** is selected the Process Jackpot screen appears.

4. Re-enter the correct progressive jackpots in the Process Jackpot screen, in correct winning sequence.

5. Pay out the correct jackpot amount to each player, one at a time.

NOTE:

For example, if there was a **Royal Flush** on the table and it was entered and pending (the **Pending Jackpot** button would be flashing) as a **Straight Flush**, the Games Supervisor would follow the procedures above.

Glossary

The following terms, when used in this manual, have the following meanings:

Ante	A bet that initializes a players participation in a new game
Bet	To wager to stay in the game by betting money on a dealt hand especially if it is a potential winning hand.
Call	To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.
Chip	A token representing a monetary value, such as one dollar.
Coin acceptor	A device used to collect the progressive jackpot bet and register the player for a chance to win a progressive jackpot. There is one coin acceptor for each player position on the table.
Console	(Dealer console) Another name for the AQUARIUS CONTROLLER keypad installed at the dealer's position on the table. Used to enter progressive jackpot wins.
Dealer	The person responsible for distributing cards and making payouts at a table.
Dealer Qualify	A dealer's hand rank of a **8s or better** to qualify.
EPROM	Erasable Programmable Read Only Memory chip, found on the AQUARIUS CONTROLLER Board. Determines game configuration and seed amounts, especially for a Standalone table configuration. For a software-driven table game configuration, EPROM information is used but can be overridden by the GAME MANAGER software.
Face Cards	These represent Jacks, Queens, or Kings in the Standard 52-card deck.
Fold	To forfeit the Wager. To quit the game for a given hand, particularly for a losing hand.
Hand	The display and value of the five random cards the dealer deals to the player and him- or herself.
LED	(Light Emitting Diode) indicator light that illuminates at the progressive wager coin acceptor at each position where a wager was placed and "dropped."
Player	The person who compares his or her hand against the dealer's to determine the winner. The player wagers and plays against the dealer, not other players.
Progressive Bet	The wager a player places in the coin acceptor to participate in the progressive jackpot portion of the game.
Progressive Jackpot Value	An amount of continually increasing money separate from the table game bet that may be won by a player who makes an optional bet. The progressive jackpot amount is displayed on a meter at the table.
Push	When the player's hand is equal to the dealer's qualifying hand. In this situation, nothing is won or lost and the player retains all money wagered (other than the progressive jackpot bet).
Stand	When the player is satisfied with his or her hand and does not take any additional cards.

Unit   An amount of money wagered. The casino table sets the minimum and maximum values.

Wager   To bet; To stay in the game by betting money on a dealt hand, especially if it is a potential winning hand.